

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-22 (cancelled)

Claim 23 (previously presented): A chess game playing array assembly consisting of:

a total of two opposing playing segments disposed relative to one another to define an array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played;

wherein the two opposing playing segments are sloped toward each other, and wherein one of the playing segments includes a first motif having a first landscape terrain pattern and the other playing segment includes a second motif having a second landscape terrain pattern different from and not a repeat pattern or a reverse pattern of the first landscape terrain pattern of the first motif; and

wherein the two opposing playing segments include respective topographic geometries that are different from one another and are not a repeat pattern or a reverse repeat pattern of one another.

Claim 24 (cancelled)

Claim 25 (previously presented): A chess game playing array assembly as set forth in claim 23, wherein each of the two playing segments defines a four row by eight column array of playing spaces such that when disposed relative to one another collectively an eight row by eight column array of playing spaces is formed.

Claim 26 (previously presented): A chess game playing array assembly as set forth in claim 23, wherein the two playing segments are disposed in opposing abutting relation.

 Claim 27 (cancelled)

Claim 28 (previously presented): A chess game playing array assembly consisting of: a total of three three-dimensional playing segments disposed relative to one another to define an array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played; two of the playing segments including respective first and second playing motifs, the first playing motif being different than the second playing motif and not a repeat pattern or a reverse repeat pattern of the second playing motif, and first and second arrays of playing spaces, and the third playing segment being disposed between the first and second playing segments and including a third playing motif different from that of the first two playing motifs that is not a repeat pattern or a reverse repeat pattern of the first two playing motifs, and a third array of playing spaces, the three arrays of playing spaces together forming an eight row by eight column array of playing spaces.

Claims 29-32 (cancelled)

Claim 33 (previously presented): A chess game playing array assembly as set forth in claim 28, wherein the first two playing segments are sloped toward opposite ends of the third playing segment.

Claim 34 (new - allowed claim 10 rewritten in independent form): A chess game playing array assembly comprising:

a plurality of three-dimensional playing segments that are selectively positioned relative to one another to define a rectilinear or non-rectilinear array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played;

wherein the plurality of three-dimensional playing segments are spaced apart by one or more rectilinear or non-rectilinear voids, and

one or more void fillers disposed in the respective one or more voids,

wherein the one or more void fillers comprises an upstanding wall rising above adjacently disposed playing segments for separating the adjacently disposed playing segments, and

wherein at least one of the plurality of three-dimensional playing segments includes a bottom wall, a top wall and a column which connects and extends between the bottom wall and top wall, the column having a smaller cross sectional area than either of the bottom wall and the top wall.

Claim 35 (new - allowed claim 13 rewritten in independent form): A chess game playing array assembly comprising:

a plurality of three-dimensional playing segments that are selectively positioned relative to one another to define a rectilinear or non-rectilinear array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played;

wherein the plurality of three-dimensional playing segments are spaced apart by one or more rectilinear or non-rectilinear voids, and

one or more void fillers disposed in the respective one or more voids,

wherein the one or more void fillers comprises an upstanding wall rising above adjacently disposed playing segments for separating the adjacently disposed playing segments,

wherein at least one of the plurality of three-dimensional playing segments has an interior region that is accessible from the exterior of the one playing segment, and

wherein at least one of the playing pieces is stored in the interior region of the one playing segment when the chess game is not in use.

Claim 36 (new - allowed claim 14 rewritten in independent form): A chess game playing array assembly comprising:

a plurality of three-dimensional playing segments that are selectively positioned relative to one another to define a rectilinear or non-rectilinear array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played;

wherein the plurality of three-dimensional playing segments are spaced apart by one or more rectilinear or non-rectilinear voids, and

one or more void fillers disposed in the respective one or more voids,

wherein the one or more void fillers comprises an upstanding wall rising above adjacently disposed playing segments for separating the adjacently disposed playing segments,

wherein at least one of the plurality of three-dimensional playing segments has an interior region that is accessible from the exterior of the one playing segment, and

wherein the interior region houses a lighting element, and the one playing

segment has at least one window in at least one side wall through which light from the lighting element is cast into at least one of the voids between the respective playing segments.

Claim 37 (new - allowed claim 18 rewritten in independent form): A chess game playing array assembly comprising:

a plurality of three-dimensional playing segments that are selectively positioned relative to one another to define a rectilinear or non-rectilinear array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played;

wherein the plurality of three-dimensional playing segments are spaced apart by one or more rectilinear or non-rectilinear voids, and

one or more void fillers disposed in the respective one or more voids,

wherein the one or more void fillers comprises an upstanding wall rising above adjacently disposed playing segments for separating the adjacently disposed playing segments, and

wherein the plurality of three-dimensional playing segments comprise first and second opposing playing segments, each playing segment defining a four row by eight column array of playing spaces such that when disposed relative to one another collectively an eight row by eight column array of playing spaces is formed, wherein the first playing segment includes a different motif than that of the second playing segment that is not a repeat pattern or a reverse repeat pattern of the second playing motif.
